THE FIRST ROLE-PLAY ADVENTURE GAME COMIC!

Legendmaker™

THE FIRST QUEST

THE CASTLE OF THE ORCMASTER

A COMPLETE ROLE-PLAY QUEST IN WHICH YOU TAKE PART

LEGENDMAKER - THE FIRST QUEST £1

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Legend maker™

A new concept in comics

Take on the role of a mighty warrior, a powerful wizard, or a brave elven princess, and enter the fantastic world of LEGENDMAKER. Here you can take part in exciting and dangerous adventures. Adventures in which you will be making the choices that decide if you succeed or fail in your quest!

IMPORTANT

LEGENDMAKER cannot be read like an ordinary comic. The stories are made up using a series of numbered panels. Each panel tells part of the story before asking what you want to do next. Choose your course of action, and then go to the relevant numbered panel. WITHOUT READING ANY OTHERS.

How to play LEGENDMAKER

1. Choose which of the three characters you would like to be. Each has various strengths and weaknesses that will become apparent as you go through the adventure.

2. Read the story background, which will give you clues that may help you later.

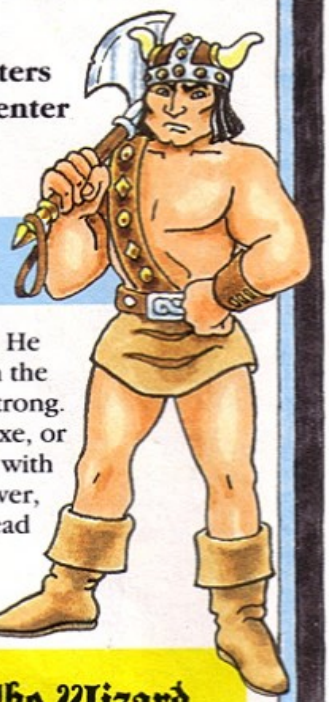
3. Go to panel 1 of the story and start your own adventure!

4. This adventure has three dangerous levels for you to explore. You will move backwards and forwards through the pages of this comic as you make your way through all three levels.

5. Throughout this adventure, as well as discovering magic objects and confronting all sorts of dangerous creatures, you will come across numbers of gold coins. There are 144 gold coins to collect in this adventure. Keep count of the number of coins you have collected. If you survive the quest, the amount you have in your purse will determine how well you have done.

6. Remember you decide how this adventure turns out. There are many different ways in which it can end. (Most of them very grisly!) So, if you fail at first - just try again!

Now choose which of the three characters you wish to be, then you are ready to enter the exciting world of LEGENDMAKER.



Gart - The Warrior

Gart is a barbarian from the northern wastes. He has left his icy homeland to seek his fortune in the warmer southern lands. Gart is immensely strong. He can wield his great battle axe, or any other weapon he discovers, with devastating force. He is however, a barbarian so he cannot read or use magic.

Flambar - The Wizard

Flambar travels the world of LEGENDMAKER looking for spells and magic objects that will increase his knowledge of the magical arts. Flambar is not strong, but he is very wise and can read rune writing. He has no weapon, but he has his magic staff which can open locks, and, on his command give off a light that is bright enough to light the darkest dungeons.

Dorwen - The Elfmaid

Dorwen is a shield maiden, an elven princess who, finding the life of a young elfmaid d and boring, has left her leafy forest home in search of adventure. She carries a short bow and a quiver of arrows, as well as a dagger at her belt. Her knife and the tips of her arrows are made of crystal as, like all faeriekind the touch of iron would prove fatal to her.

THE CASTLE OF THE ORCMASTER

Your wanderings have brought you to the remote, mountainous realm of Bentor. In this empty land the inhabitants live in lonely crofters cottages tending the great flocks of sheep that roam the hillsides.

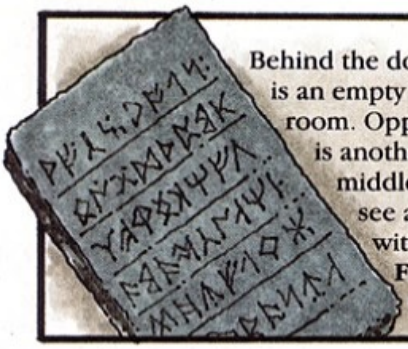
From these simple shepherd folk, you hear tales of a deserted castle in the mountains. This castle was once the home of Lord Berenthor, a mighty prince with a magical sword, who ruled Bentor in days now gone. He was a just and fair king and under his rule Bentor was a happy land. Then, lowering their voices, they tell of the day long ago when Gorblad, an evil sorcerer, appeared and laid siege to the castle with an army of creatures called Orcmen, that he conjured from the dangerous wild pigs that roamed the mountain forests.

In a great battle fought in front of the castle gates, Lord Berenthor was slain and his magic sword lost. Gorblad then took over the castle and made of it an evil place shunned by all good folk.

This was long, long ago, explain the shepherds. Now the castle is an empty, brooding place, full of lingering evil, that glowers on all who travel across the mountains. Some say that there is gold still waiting to be found by anyone brave enough to enter its portals.

This, you decide, is just the task for an adventurer like yourself. You set off up the narrow mountain road and in the middle of the pass you see looming above you the castle of the Orcmaster.

Now turn the page and begin your adventure.



105

Behind the door is an empty room. Opposite is another door. In the middle of the room you see a slate engraved with runes.
FLAMBAR go to **116**.
Others go to **144**.

106

You find 15 gold pieces. Now you can look in one of the other sacks, go to **136**, or you can leave the room and try another door. Go to **105** to try the stone door or, if you have not already tried the iron door, you can do so by going to **119**.

107

Bolts of lightning flash from the sorcerers hands. If you have the shield you can parry them and go to **130**.

If you do not have the shield the bolts hit you!

THE END

ZZAPP!

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1

Warily you cross a rickety old drawbridge spanning a mighty gorge. The castle is silent, but you have the feeling that someone or something, is watching you. Taking a deep breath you enter the great gateway.
Your adventure begins here at panel 1.
May good fortune go with you.

To your left is the door to the guardroom. If you open it, go to panel **6**.
Ahead is an archway leading to the castle courtyard. If you go through it, go to **15**.

2

GART go to **44**.
DORWEN go to **29**.
FLAMBAR go to **48**.

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51

As you pass the sleeping guard, you see a large bunch of keys in his belt.
If you try to take them go to **91**.
If you leave them, go to **77**.

52

At the end of the stairs is a dark tunnel.
FLAMBAR go to **70**.
Others go to **90**.

53

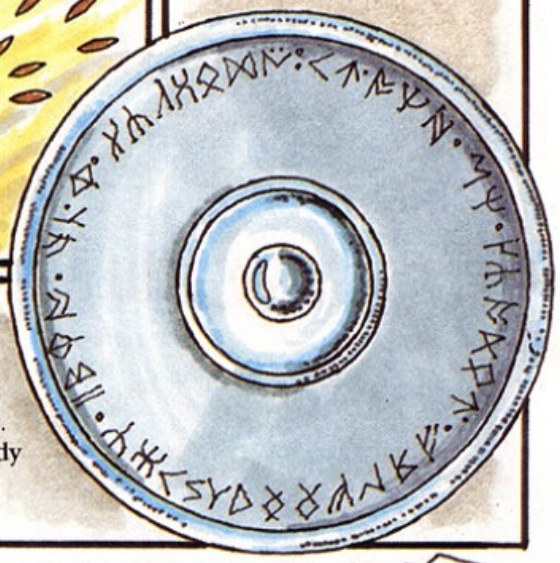
Even the mighty GART cannot prevail against this armoured giant.

THE END

108

You place the seeds in your hand and blow them towards the advancing sorcerer. Go to **143**.

109



An iron shield engraved with runes hangs on the wall. **FLAMBAR** can read the message by going to **157**. **GART** can take down the shield and go to **141**. Otherwise you must leave the room and try another door. Go to **105** and try the stone door or, if you have not already done so, you can try the wooden door by going to **123**.

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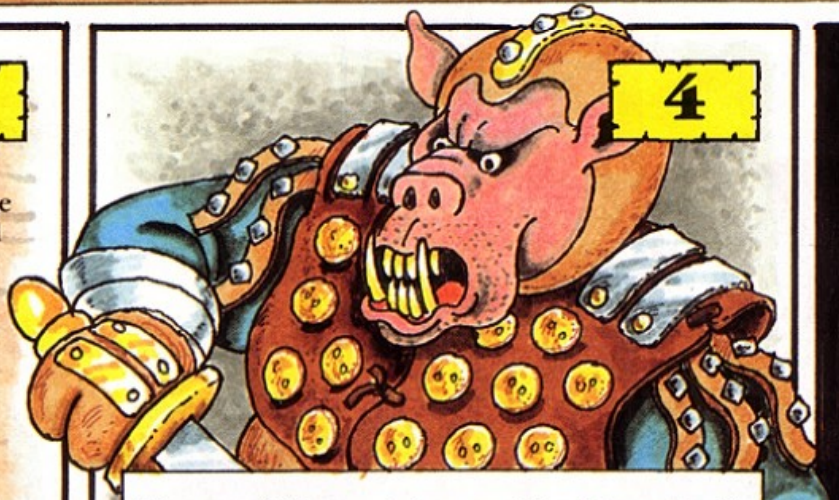
3

You are in a passage which goes left and right. If you go left, go to **46**. If you go right, go to **26**.

4



"You are a follower of the cursed Lord Berenthor!" The orc howls, drawing its wicked looking scimitar. If you decide to fight, go to **10**. If you make a run for it, go to **25**.

5

You are falling down a deep, dark chasm!

Go down to **78**.

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54

The genie gives an evil laugh. "Your choice is made, your fate decreed. Now I am free, but you are trapped by greed!"

The genie vanishes and in its place a giant knight in golden armour appears! Go to **53**.

55

A stone is missing from the great hearth. If you have a stone, go to **67**. If you do not you can look in the cupboards, go to **57**.

56

You walk along the passage, eventually coming to an archway. Go to **59**.

110

You climb the steps onto the castle wall. Go to **125**.

111

"Mercy! Mercy!" Cries the ogre. "Now give me YOUR purse," you say, "and I will let YOU go!" The ogre gives you his purse which contains 8 gold pieces.

Go to **120**.

112

If you have the spell, go to **151**. If you have the sword, go to **149**. If you have the magic water, go to **134**. (If you have more than one item you can choose). If you have none of these things, you must go to **142**.

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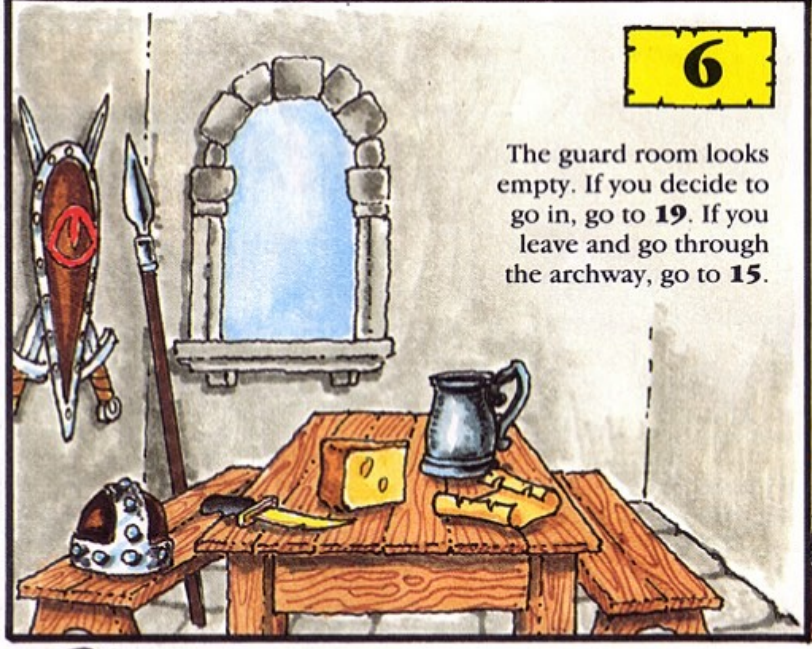
6

The guard room looks empty. If you decide to go in, go to **19**. If you leave and go through the archway, go to **15**.



7

Your wizards robes are not made for running. The orc catches up with you waving its sword.

8

You pull on the chain and up comes a bucket. Inside you find six gold pieces. Put them in your purse and go to **38**.

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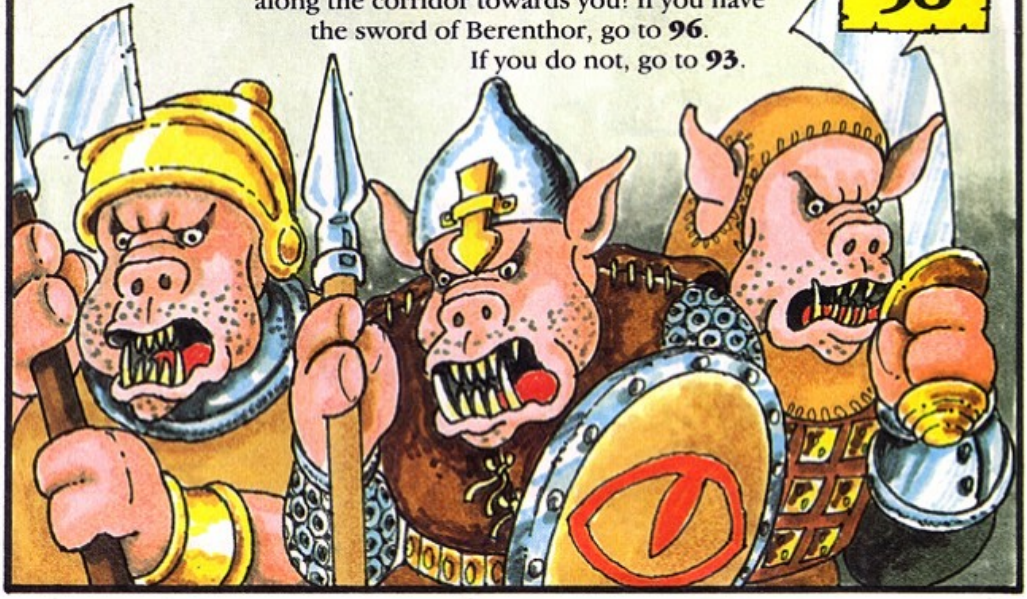
57

You find nothing but a tin of baked beans! You are looking for a tin opener, when you hear a noise behind you.

Go to **83**.

58

A group of orc guards come rushing along the corridor towards you! If you have the sword of Berenthor, go to **96**. If you do not, go to **93**.

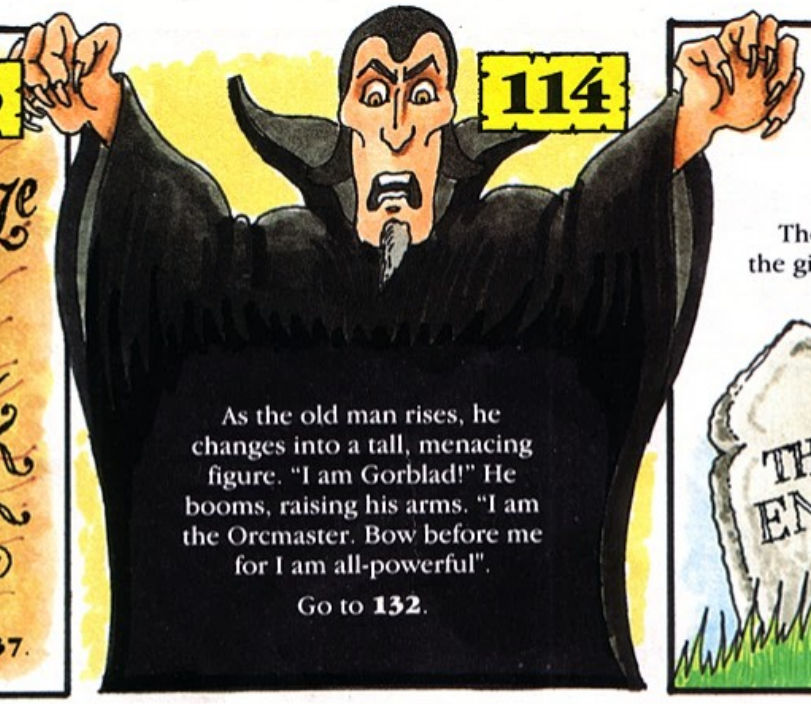


113

Seeds but a light breeze on a borne can make a prison thick with thorn

Go to **137**.

114



As the old man rises, he changes into a tall, menacing figure. "I am Gorblad!" He booms, raising his arms. "I am the Orcmaster. Bow before me for I am all-powerful".

Go to **132**.

115

The poisonous sting of the giant scorpion flashes down towards you.

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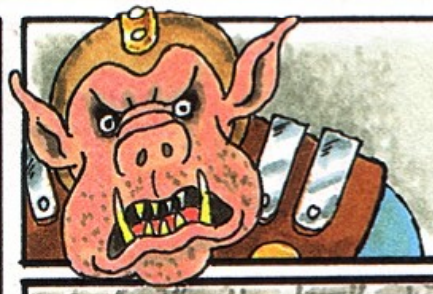
9

You raise your staff and shout the magic words 'SARSEN TRILITHON'. Instantly the wraiths are turned to stone! Now you can go back up the stairs and try the library door. Go up to **122**.

10



GART go to **13**.

Others go to **40**.

11

At the end of the stair is a small circular room. There is a ladder going down to the lower level through a hole in the floor.

On a small table is a bag containing fifty gold pieces. Taking the bag you climb down the ladder.

Go down to **79**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOW

59

You go through the arch and find you are in a large cavern. There is another archway on the other side, go to **80**.

60

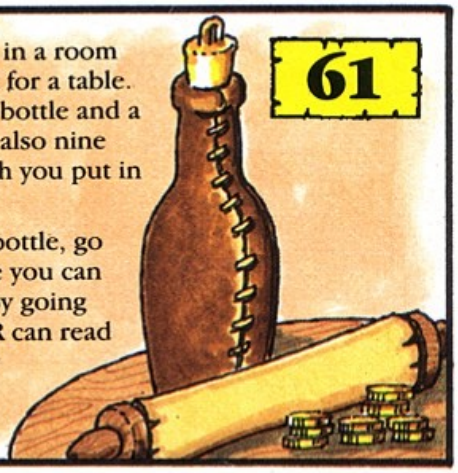
All are empty except the last. From this cell a silvery light is shining.

If you look in this dungeon, go to **86**.
If you go past, go to **58**.

61

You find you are in a room that is empty but for a table. On the table is a bottle and a scroll. There are also nine gold pieces which you put in your purse.

If you open the bottle, go to **68**. Otherwise you can leave the room by going to **81**. **FLAMBAR** can read the scroll first by going to **75**.

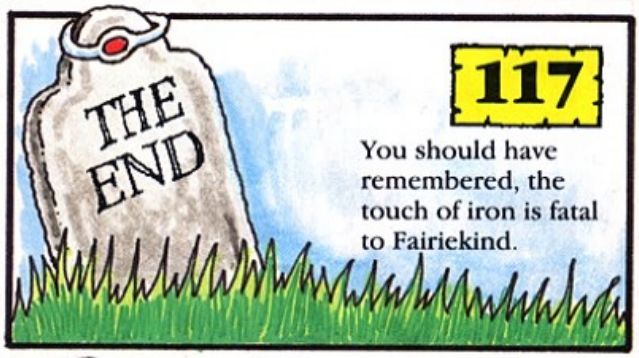


116

NO MAGIK WILL THE HARD STONE BREAK WHEN 'SARSEN TRILITHON' YE SPEAK. USE YE WISELY AS IN MAGIK LAW - USED ONCE THIS SPELL WILL WORK NO MORE.

Go to **144**.

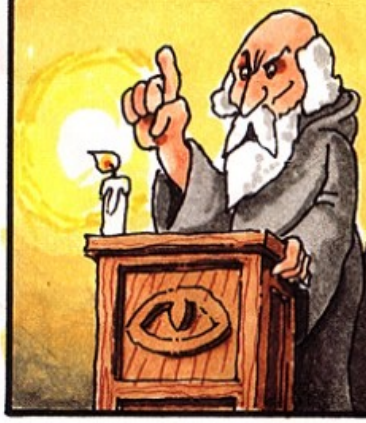
117



You should have remembered, the touch of iron is fatal to Fairiekind.

118

"Halt!" He cries in a mighty voice. You find you are rooted to the spot as the old man rises from behind his desk. Go to **114**.



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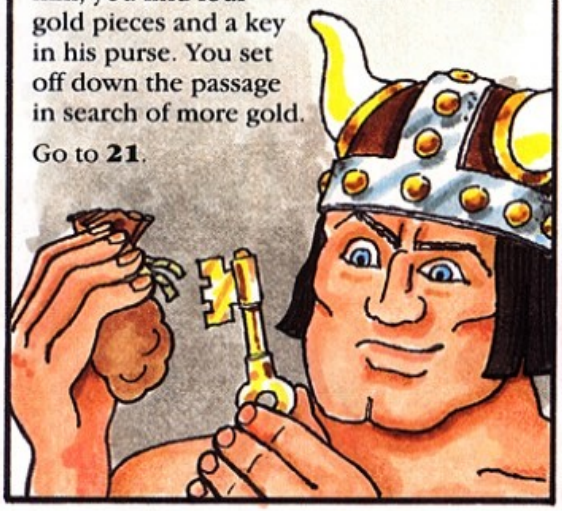
12

Taking hold of the rope, you swing across the gap. Landing safely on the other side you step through the door. Go to **27**.

13

The lumbering orc is no match for the mighty GART! When you have vanquished him, you find four gold pieces and a key in his purse. You set off down the passage in search of more gold.

Go to **21**.



14

You pour the water into the goblet. The wraiths stand perfectly still as you back slowly away and up the stairs to the library door. Go to **122**.

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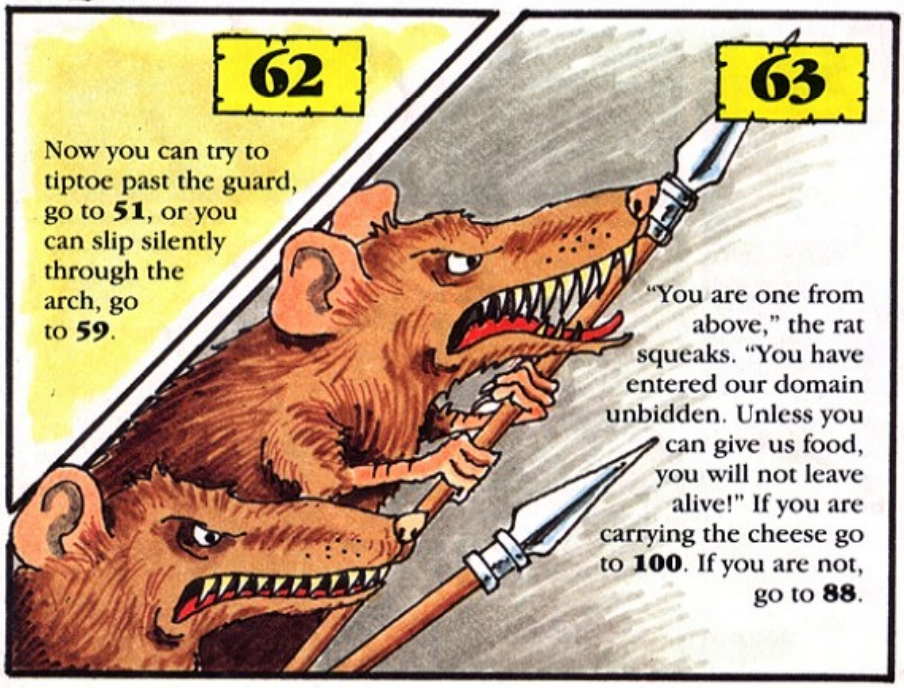
62

Now you can try to tiptoe past the guard, go to **51**, or you can slip silently through the arch, go to **59**.

63



"You are one from above," the rat squeaks. "You have entered our domain unbidden. Unless you can give us food, you will not leave alive!" If you are carrying the cheese go to **100**. If you are not, go to **88**.

64

The door opens and you step out into a corridor. At the end you see an archway. Silently you creep down the corridor and through the arch.

Go to **59**.

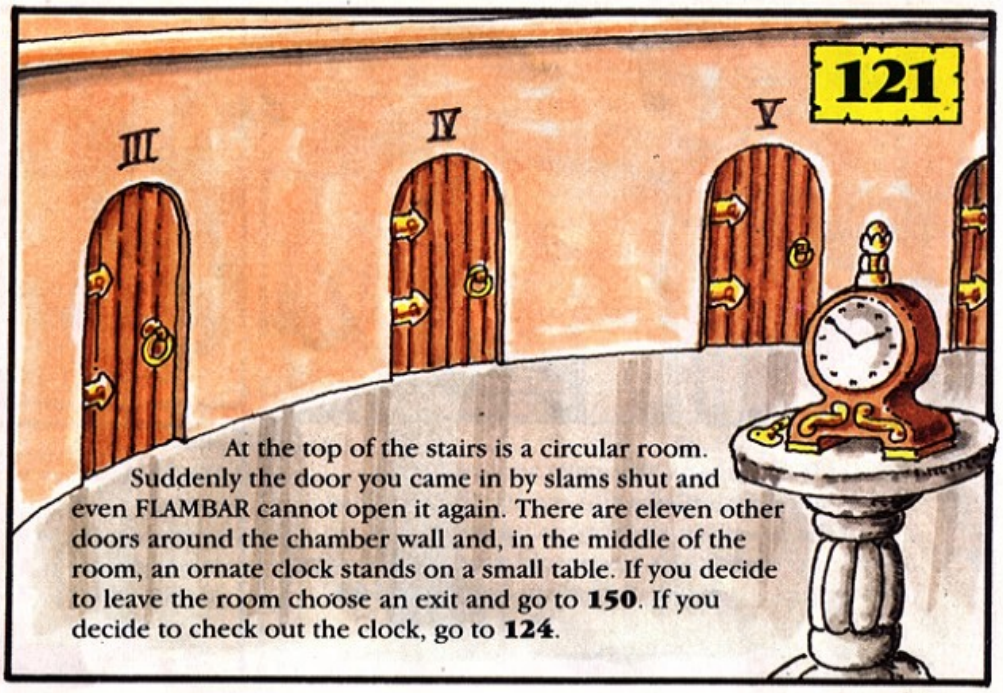
119

DORWEN go to **117**.
Others go to **109**.

120

You hurry along the wall until you come to some stairs. Quickly you rush down them. Go down to **26**.

121



At the top of the stairs is a circular room. Suddenly the door you came in by slams shut and even FLAMBAR cannot open it again. There are eleven other doors around the chamber wall and, in the middle of the room, an ornate clock stands on a small table. If you decide to leave the room choose an exit and go to **150**. If you decide to check out the clock, go to **124**.

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15

At the other end of the courtyard is a door and some steps going up onto the battlements. In the middle of the yard is a well. If you go through the door, go to **3**. If you go up the steps, go up to **110**. If you check out the well, go to **28**.

16

You are halfway across when the bridge gives way and you fall with a bone-jarring thump into the room below.

Go down to **85**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

65

You walk along the secret passage for some time before it suddenly comes to a dead end. As you approach the wall, however, it slides back and you step through into the room beyond.

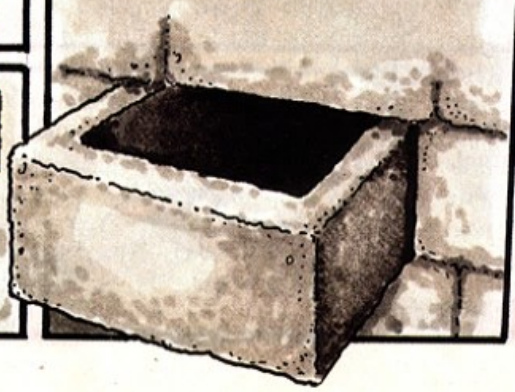
Go to **103**.

66

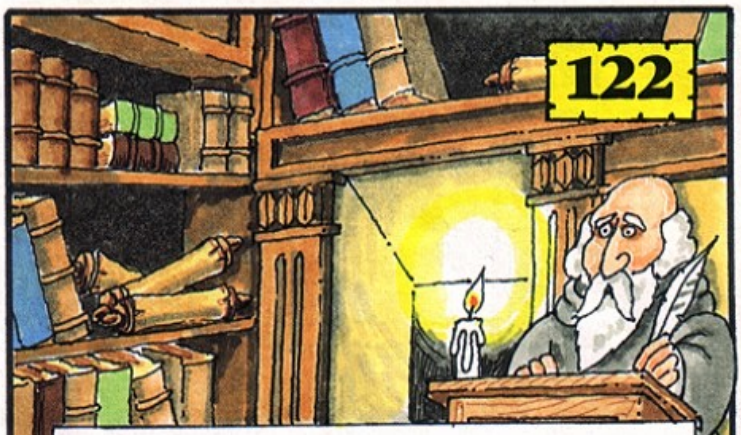
You can try touching the inscription with your staff, go to **92**, or you can go back and use it to open the door, go to **64**.

67

The stone fits neatly into the gap. As you push it in, a stone on the other side of the hearth slides out. It is hollow ! If you put your hand in, go to **69**. If you decide to look through the cupboards, go to **57**.

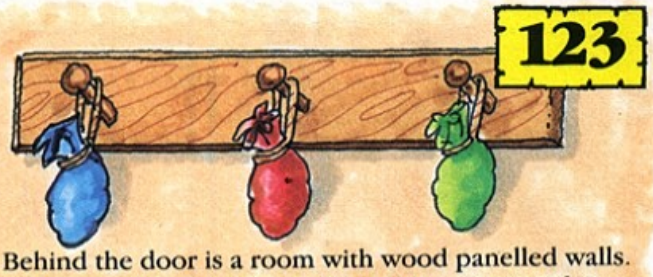


122



You enter the library. The walls are lined with shelves filled with books and scrolls. On the other side of the room is a stairway going down. Between you and the stairs an old man sits at a desk writing. He looks up and speaks. Go to **148**.

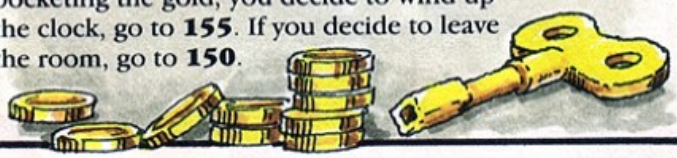
123



Behind the door is a room with wood panelled walls. On one wall are three wooden hooks, hanging from each is a small sack. Above them is an inscription in elvish script. **DORWEN** go to **113**. Others go to **137**.

124

The clock is not working. On the table next to it are ten gold pieces and a key. If, after pocketing the gold, you decide to wind up the clock, go to **155**. If you decide to leave the room, go to **150**.



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17

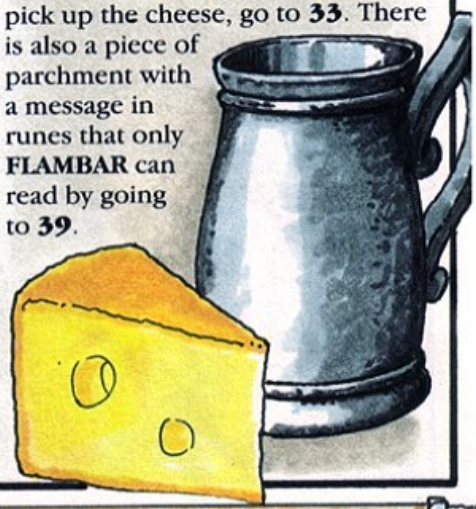
On the table you find twelve gold pieces and a small block of stone bearing a runic inscription. You can take the stone if you wish and either go up the stairs to **121**, or down to the kitchen, go to **103**. **FLAMBAR** can read the inscription first by going to **45**.

18

You missed! One of the Hydras great heads darts down and picks you up. Then the monster retreats slowly down into its dark and watery lair.

19

There is food and drink on the table. If you wish to drink from the tankard, go to **34**. If you pick up the cheese, go to **33**. There is also a piece of parchment with a message in runes that only **FLAMBAR** can read by going to **39**.



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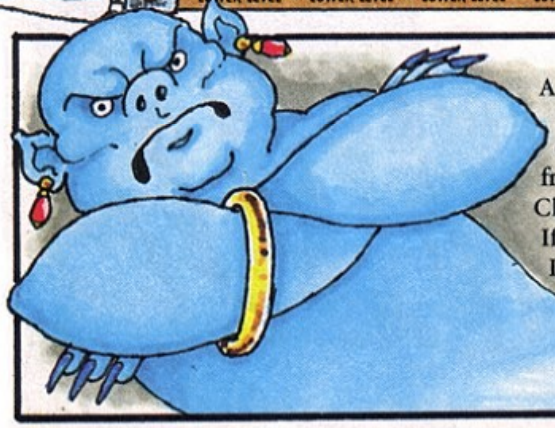


68

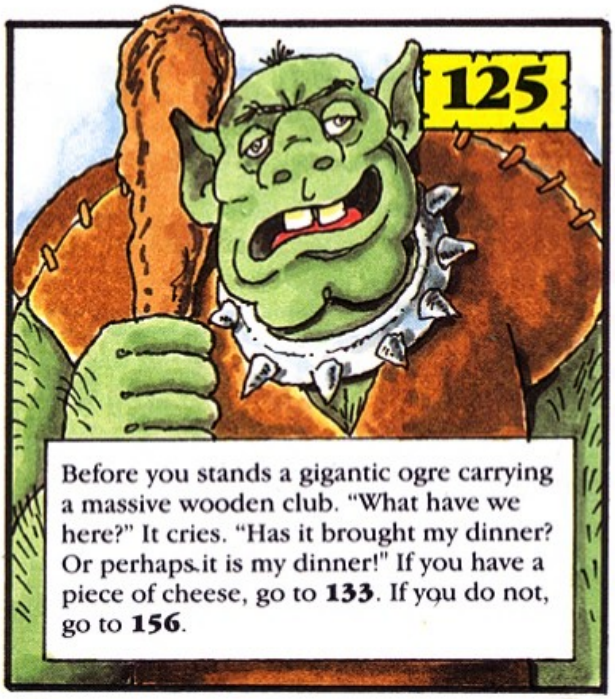
A cloud of vapour rushes from the bottle and forms into the shape of a genie! He speaks; "Now I am free, your life I hold. One wish then Die! Choose water, or choose gold." If you choose gold, go to **54**. If you choose water, go to **94**.

69

In the drawer are fifteen gold pieces. You are putting them in your purse when you hear a noise behind you. Go to **83**.

70

You raise your staff which blazes forth and lights your way down the tunnel. Scattered on the floor you find eight gold pieces. go to **61**.



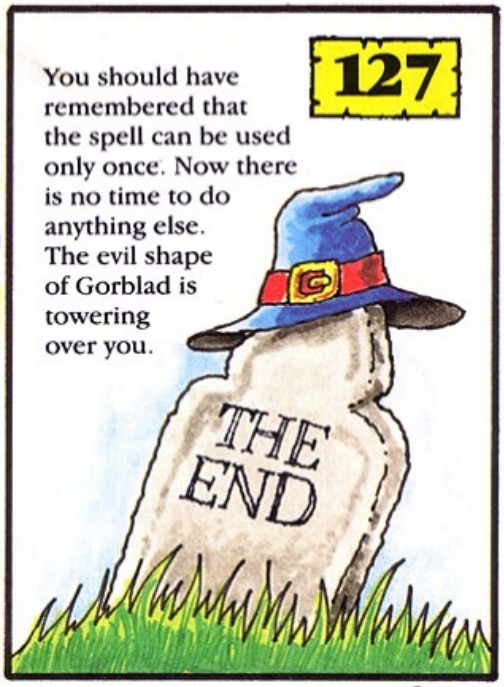
125

Before you stands a gigantic ogre carrying a massive wooden club. "What have we here?" It cries. "Has it brought my dinner? Or perhaps it is my dinner!" If you have a piece of cheese, go to **133**. If you do not, go to **156**.

126

With one great blow, you slice through the scorpions sting and dash out of the nearest exit.

Go to **128**.



127

You should have remembered that the spell can be used only once. Now there is no time to do anything else. The evil shape of Gorblad is towering over you.

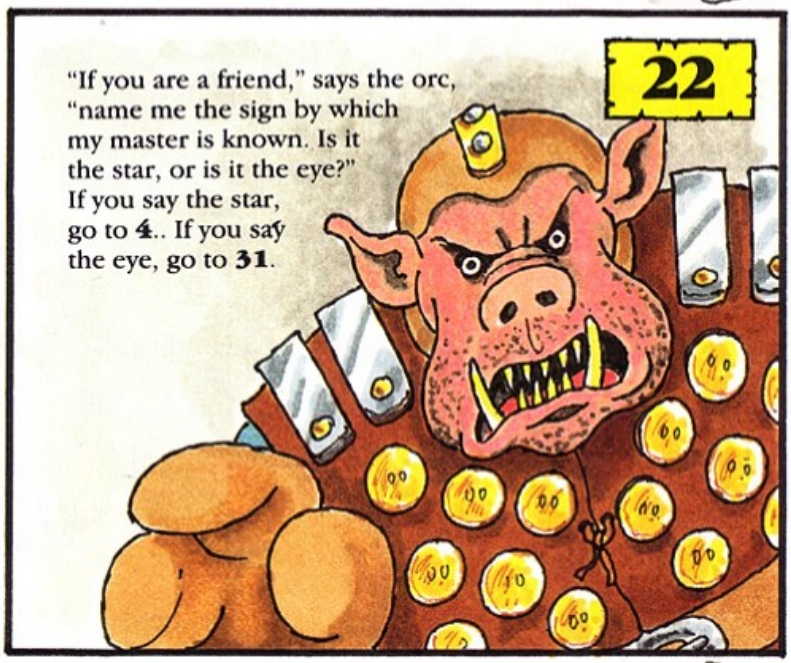
UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

20

Now you can go through the door, go to **3**, or you can go up the steps, go up to **110**.

21

The corridor ends at a door. Above, in elvish script, is an inscription. **DORWEN** go to **30**. The others must go to **35**.



22

"If you are a friend," says the orc, "name me the sign by which my master is known. Is it the star, or is it the eye?" If you say the star, go to **4**.. If you say the eye, go to **31**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

71

On the wall you discover a message in the elvish script.

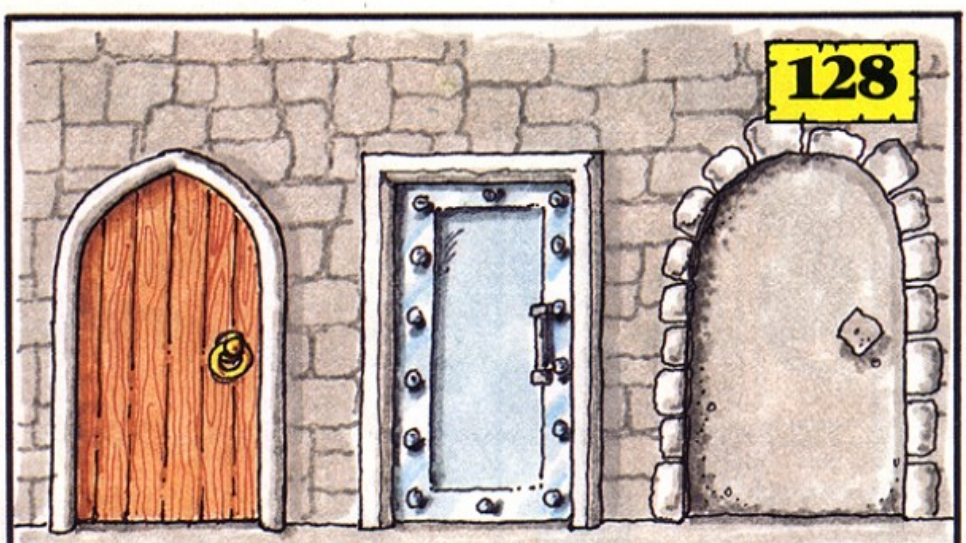
DORWEN go to **82**.
FLAMBAR go to **66**.

72

You walk past the doors of many empty cells before coming to a junction. Peering round the corner you see an orc guard sitting at a table. Straight ahead is an archway. Go to **62**.

73

Their size and the fact that they are on their hind legs and carrying spears, makes you realise that they are not ordinary rats. You are not therefore surprised when one of them speaks. Go to **63**.



128

Before you are three doors, one of wood, one of iron, and one of stone. If you open the wooden door, go to **123**. If you open the iron door, go to **119**. If you open the stone door, go to **105**.

129

DORWEN go to **145**.
GART go to **139**.
FLAMBAR go to **135**.

130

Now if you have the sword of Berenthor go to **149**.
If you do not, go to **142**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

23

If you are weak from the goblin draught, go to **18**. Otherwise drawing back your bow, you loose an arrow at the monster which drops, lifeless, into the well. Go to **20**.

24

If you are weak from the goblin drink, go to **18**. If you are not you utter a great war cry and swing your axe with all your mighty strength. The Hydra drops, lifeless, back into the well.

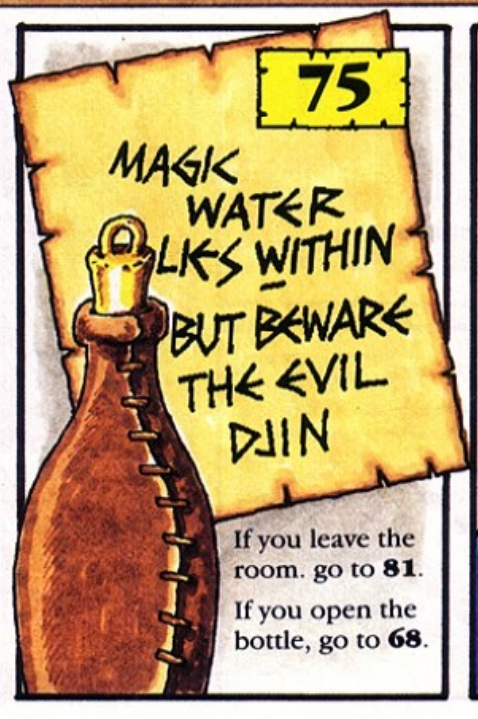
Now you must go through the door, go to **3**, or up the steps, go up to **110**.

74

Before you is a winding staircase. Go up to **11**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

75



If you leave the room. go to **81**.

If you open the bottle, go to **68**.

76

You can use your magic staff to open the door, go to **64**. Or you can look around the dungeon first, go to **71**.

131

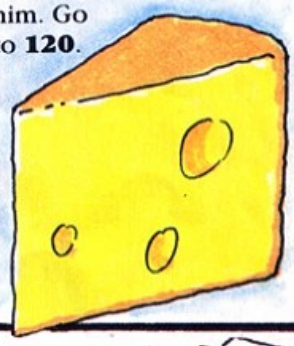
Suddenly you hear a noise behind you. Turning, you see a giant scorpion scuttling across the floor towards you.
GART go to **126**.
DORWEN go to **152**.
FLAMBAR go to **115**.

132

His claw-like hands raised high, Gorblad rushes towards you.
GART go to **107**.
DORWEN go to **146**.
FLAMBAR go to **112**.

133

You offer the smelly piece of cheese to the ogre. "Mmmmm," he roars. "Rancid cheese, my favourite!" While he is messily eating the cheese you slip past him. Go to **120**.



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25

GART go to **36**.
FLAMBAR go to **7**.
DORWEN go to **50**.

27

You are in the great hall of the castle. At the other end are two stairways, one goes to the castles upper level, the other down to the kitchens. If you go up go to **121**. If you go down go to **103**. If you look around the hall first, go to **17**.

26

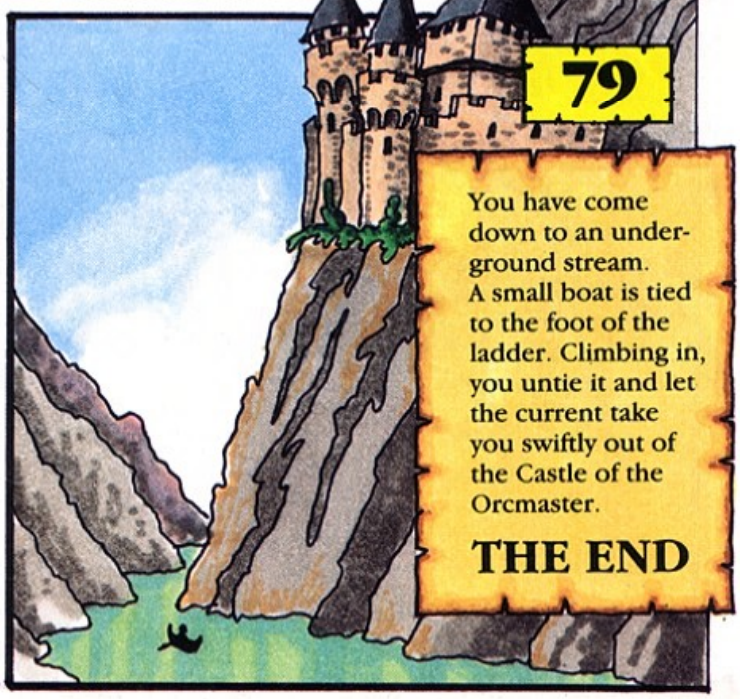
You walk for some time before coming to a stairway going down to the lower level of the castle. Go down to **52**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

78

By the time you hit the hard stone floor you are falling much too fast to survive!

79



You have come down to an underground stream. A small boat is tied to the foot of the ladder. Climbing in, you untie it and let the current take you swiftly out of the Castle of the Orcmaster.

THE END

77

You tiptoe past and along the passage. On either side are the doors to dungeon cells. If you look in them, go to **60**. If you pass them quickly by, go to **58**.

134

You throw the water. When it hits Gorblad, he gives a terrible scream of rage, and slowly disappears! Now you can go down the stairs, go to **11**.

135

The ogre raises his great wooden club above his head. "It's dinner time," he drools!

136

As you lift the sack from the hook there is a loud click and a trap door opens under your feet. Go down to **5**.

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28

A chain hangs down into the water far below. If you decide to pull up the chain, go to **42**. If you leave the well you can go up the steps to **110**, or you can go through the door, go to **3**.

29

The shades of ancient men hold no fear for elvenkind. Laughing merrily, you avoid their clumsy blows and run back up the stairs to the library, go up to **122**.

30

Trust to the hemp & not the stone

You push open the door, go to **43**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

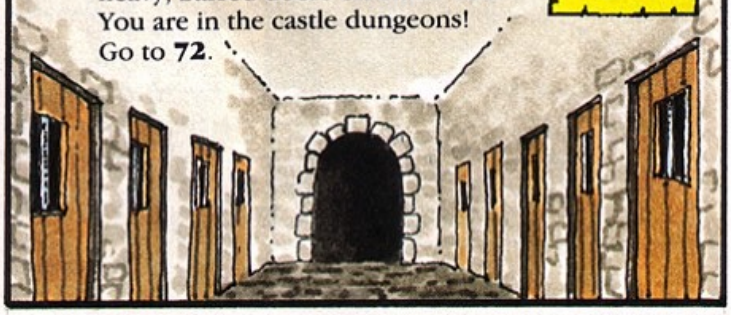
80

You set off across the cavern, but suddenly there is a loud flapping noise and a horde of giant vampire bats come swooping from the darkness above.

FLAMBAR go to **97**. Others go to **101**.

81

You find you are in a corridor with heavy, barred doors on either side. You are in the castle dungeons! Go to **72**.



82

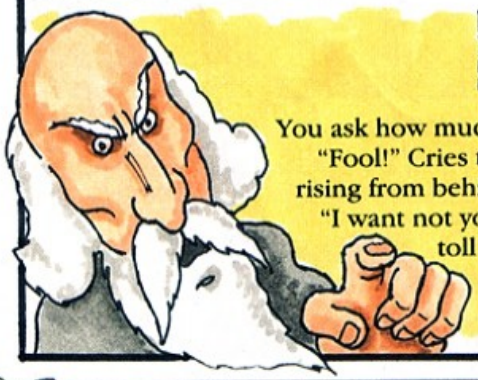
Just one touch will open me, then you will see tho might is not right write may be

Now go to **92**.

137

Now you can leave the room and try the stone door, go to **105**, or, if you have not already done so you can try the iron door, go to **119**. Alternatively you can take one of the sacks from its hook and look inside, go to **140**.

138



You ask how much the toll is. "Fool!" Cries the old man, rising from behind his desk. "I want not your gold, the toll is your life!" Go to **114**.

139

GART dodges the ogres clumsy blow and, with a mighty punch, brings the great monster crashing to the stone floor.

Go to **111**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

31

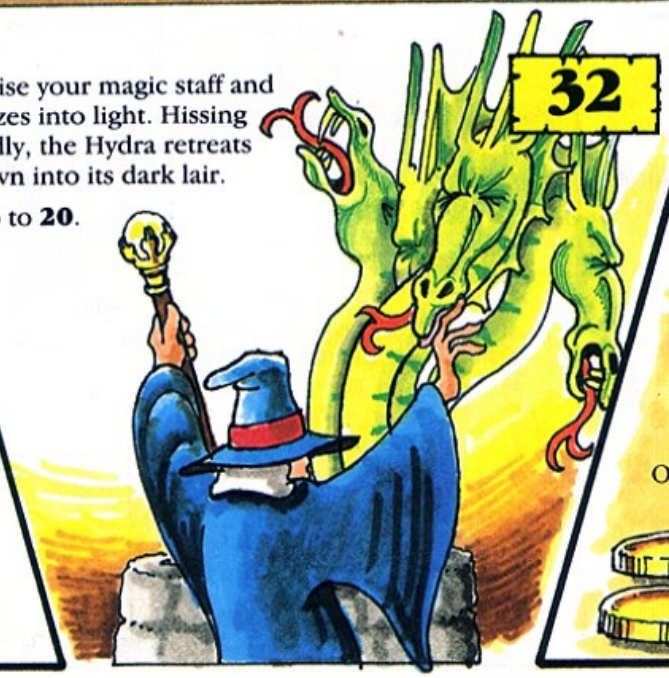
"Pass friend." Says the orc. He steps aside and allows you to continue along the corridor.

Go to **21**.

32

You raise your magic staff and it blazes into light. Hissing loudly, the Hydra retreats down into its dark lair.

Go to **20**.



33

You put the lump of vile smelling cheese into your pouch. Next to it you see five gold pieces, which you put in your purse. Now if you take a drink from the tankard, go to **34**. **FLAMBAR** can go to **39** and read the message, if he has not yet done so. Otherwise you leave the room and go through the arch. Go to **15**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

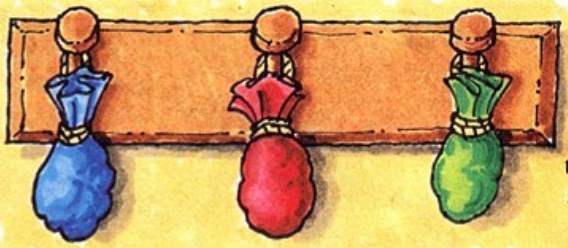
83

Turning you are confronted by a pack of giant rats! Go to **73**.

84

Your axe can make no impression on the great, ironbound door. You crash against it with your shoulder to no avail. You are trapped forever in the dungeons of the orcmaster!

THE END

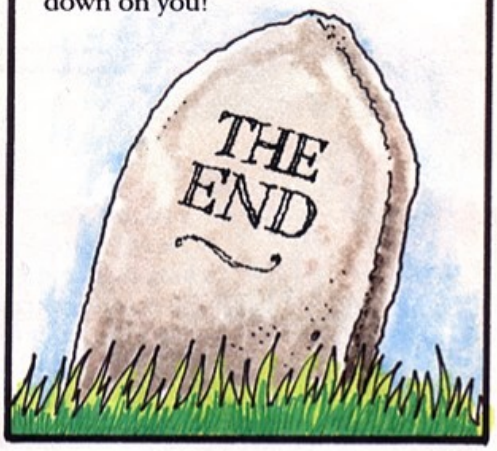


140

If you take the red sack, go to **106**. If you take the blue sack, go to **153**. If you take the green sack, go to **160**.

142

The great, black shape of Gorblad seems to fill the room as it rushes down on you!



141

There is no other exit. You must go back and try another door. If you try the stone door, go to **105**, or, if you have not already done so, you can try the wooden door, go to **123**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

34

It is a foul tasting goblin drink which makes you feel very ill. Weakly you stumble from the room and through the arch.

Go to **15**.

35

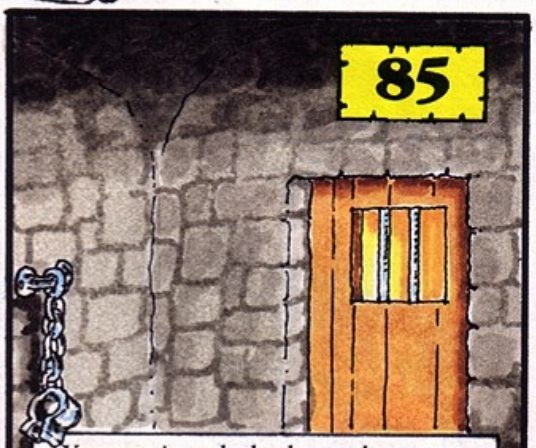
You cannot read the inscription and the door is locked. **FLAMBAR** can open it with his magic staff.
If **GART** has a key he can also open it, go to **43**. If **GART** does not have a key, or if you do not wish to open the door, you must go back along the corridor. Go to **26**.

36

Your powerful legs quickly carry you away from the orc guard. Soon you slow to a walk and continue your search for treasure. Go to **26**.

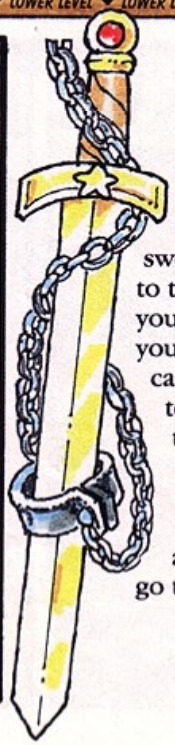
LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

85



You are in a dark, damp dungeon. There are no windows, and the great, oaken door is locked.

GART go to **84**.
FLAMBAR go to **76**.
DORWEN go to **104**.



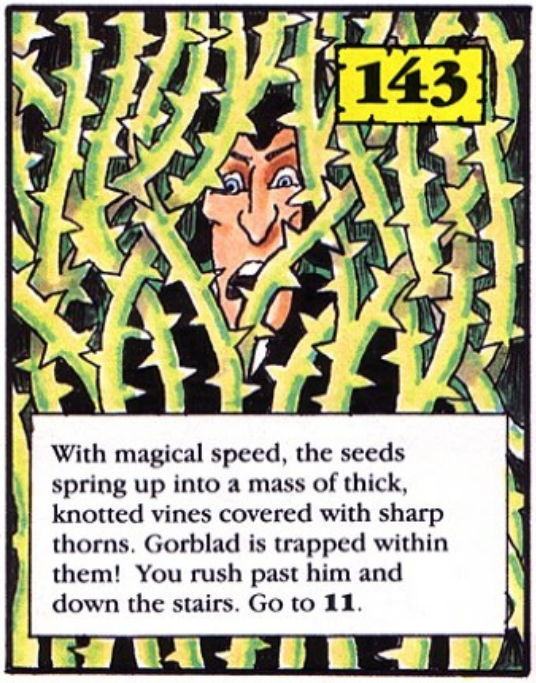
86

The light is shining from a magnificent sword which is chained to the dungeon wall. If you are **FLAMBAR**, or if you have the keys, you can enter the cell, go to **89**. If you decide to go back and get the keys, go to **102**. If you leave the sword and carry on along the corridor, go to **58**.

87

Wielding your trusty axe you hew your way through the orc guards and escape along the corridor.

Go to **74**.



143

With magical speed, the seeds spring up into a mass of thick, knotted vines covered with sharp thorns. Gorblad is trapped within them! You rush past him and down the stairs. Go to **11**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ U

144

You go through the room and out by the other door. You find you are on a landing. On your left is another door, and on your right stairs go down to the next level. If you open the door, go to **122**. If you go down the stairs, go down to **49**.

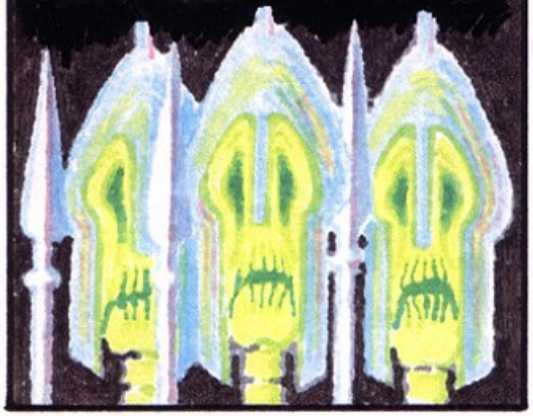
145

As the ogre raises its great club, you dart between its legs and off along the castle wall. Go to **120**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

37

You pick up the goblet. Immediately there are dry, rustling sounds from the alcoves. Slowly several wraiths come shuffling forward from their hiding places! Go to **41**.

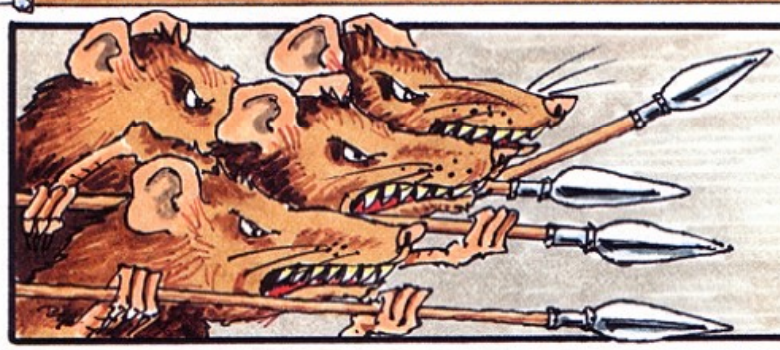


38

Suddenly, with a chorus of terrible screeches, a many-headed Hydra rears up from the well!

GART go to **24**.
FLAMBAR go to **32**.
DORWEN go to **23**.

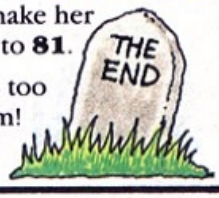
LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL



88

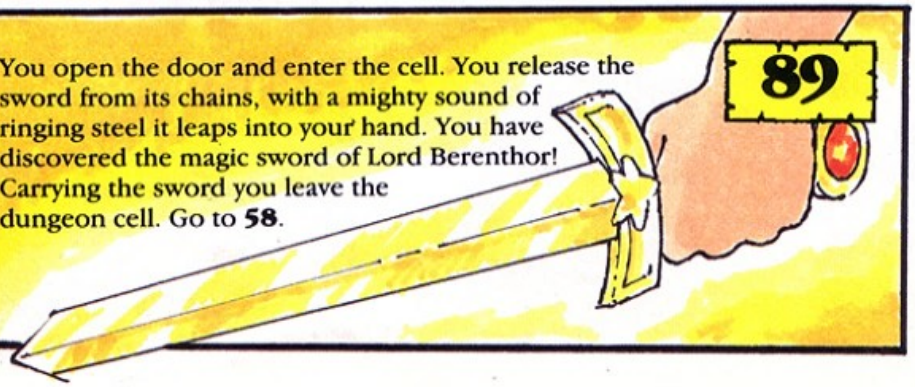
"Then you must die!" The rats squeal, and rush towards you. **GART** can soon finish them off, and **DORWEN** can hold them off for long enough to make her escape. Both leave the room and go to **81**.

FLAMBAR raises his staff, but it is too late, the rat warriors are upon him!



89

You open the door and enter the cell. You release the sword from its chains, with a mighty sound of ringing steel it leaps into your hand. You have discovered the magic sword of Lord Berenthor! Carrying the sword you leave the dungeon cell. Go to **58**.



90

You grope your way along the dark tunnel. Go to **61**.

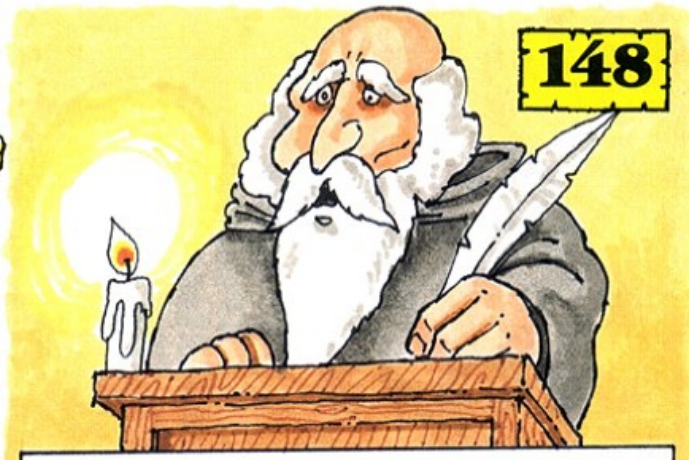
146

If you have the seeds, go to **108**.
If you have the sword, go to **149**.
If you have neither, go to **142**.

147

The ogre takes your gold and lets you pass. Go to **120**.

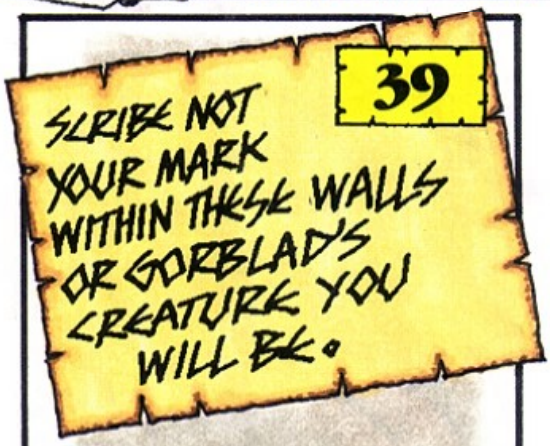
148



"Welcome," he says, "I am the scrivener. All who pass me must enter their name upon my list, or pay me a toll." If you decide to write your name on the list, go to **154**. If you decide to pay the toll, go to **138**. If you push past the old man, go to **118**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

39



Now you can drink from the tankard, go to **34**, or, if you have not already done so, you can pick up the cheese, go to **33**. Alternatively you can leave and go through the arch. Go to **15**.

40

DORWEN puts up a good fight but neither she, nor FLAMBAR can defeat a heavily armoured orc warrior.

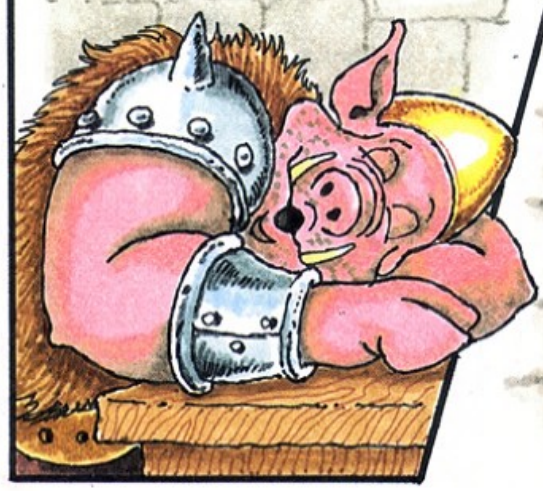
41

One of their number speaks. "Fill our cup or we'll do our worst, but you may live if you slake our thirst." If you have the magic water, go to **14**. If you do not, go to **2**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

91

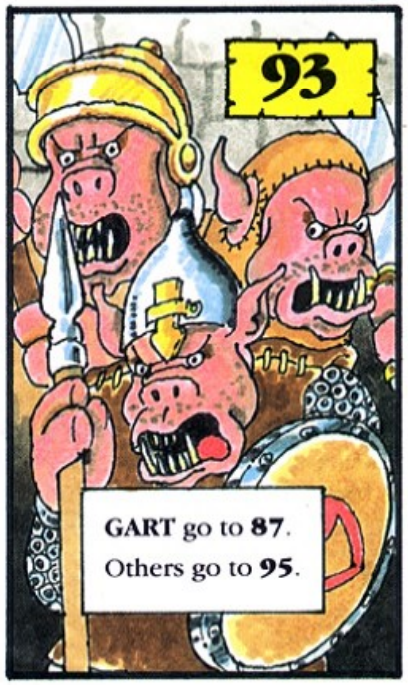
The guard is sleeping soundly. You take the keys and he does not awaken. Go to **77**.



92

You touch the inscription and a section of the wall slides back. You have discovered a secret passage! Go to **98**.

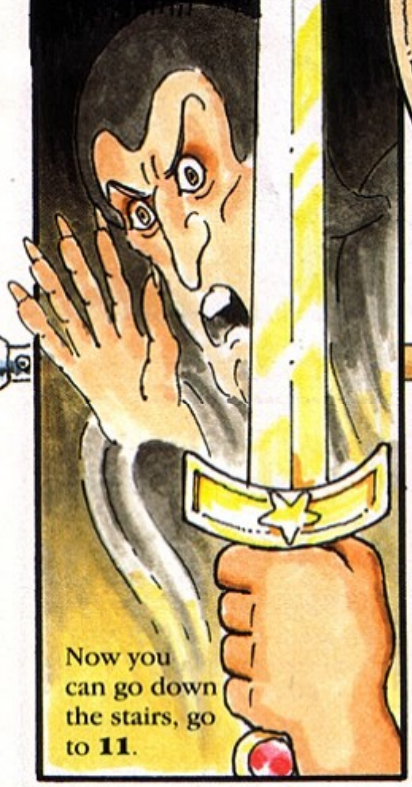
93



GART go to **87**.
Others go to **95**.

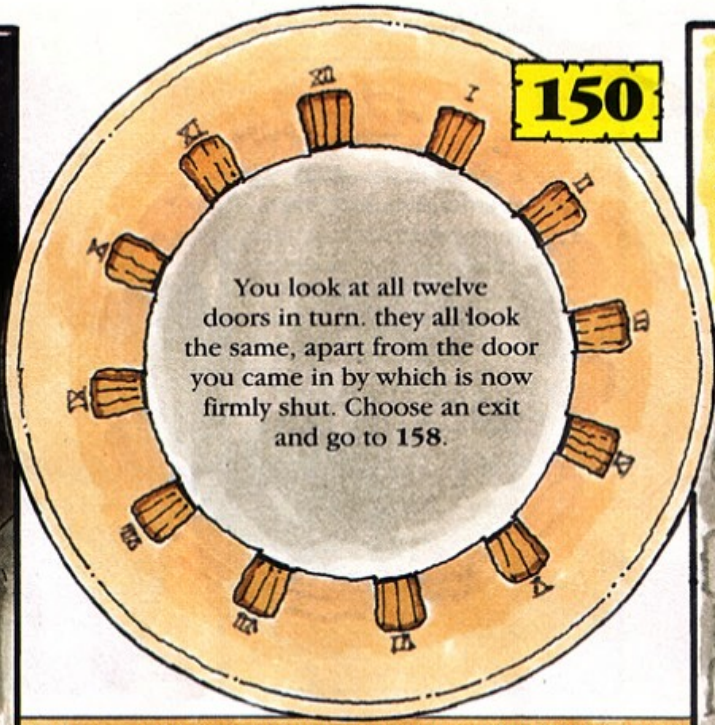
149

You swing the great sword of Berenthor. When it touches Gorblad he gives a great scream and disappears!



Now you can go down the stairs, go to **11**.

150



You look at all twelve doors in turn. they all look the same, apart from the door you came in by which is now firmly shut. Choose an exit and go to **158**.

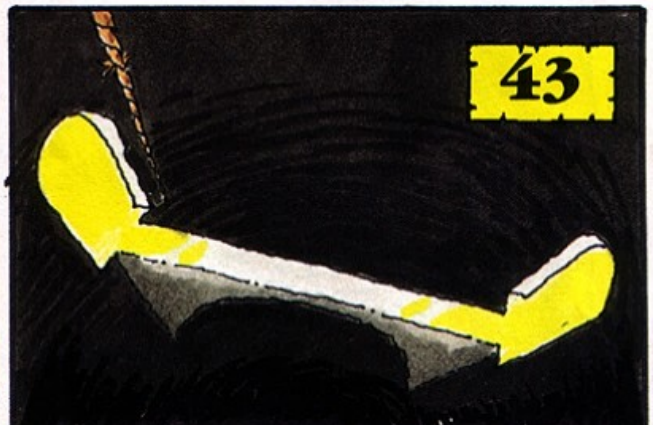
151

Raising your staff, you cry the magic words 'SARSEN TRILITHON'. If this is the first time you have used this spell, go to **159**.

If it is not, go to **127**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲

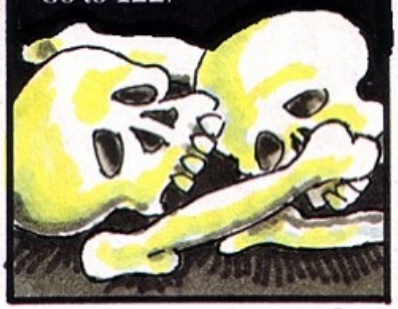
43



Beyond the door is a shaft. A narrow stone bridge spans the chasm to a door on the other side. A frayed rope hangs from the darkness above. If you cross the bridge, go to **16**. If you swing across on the rope, go to **12**. If you leave and go back along the corridor, go to **26**.

44

There is a clatter of ancient, dry bones as your trusty axe makes short work of the wraiths. Now you go back up the stairs to the library. Go to **122**.



42

GART go to **8**.

Others go to **47**.

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94

The genie speaks. "Your choice will help you in your task, my magic lies within this flask. Pour me only when you should and evil I will turn to good." With this the genie disappears back into the bottle. Go to **99**.

95

There are too many for you to handle!

152

Nimbly you dodge the scorpions sting and rush through one of the exits, go to **128**.

153

Inside the sack you find twelve gold pieces. If you look in another sack, go to **136**. If you decide to leave the room, go to **105** and try the stone door. Or, if you have not already done so, go to **119** and try the iron door.

154

You enter your name on the list. With an evil cackling laugh, the old man speaks. "Now I have your name, freely written, you are mine - and no magic can save you!" Suddenly you see that the figure before you is not an old man, it is Gorblad! with a great cry he rushes towards you. Go to **142**.

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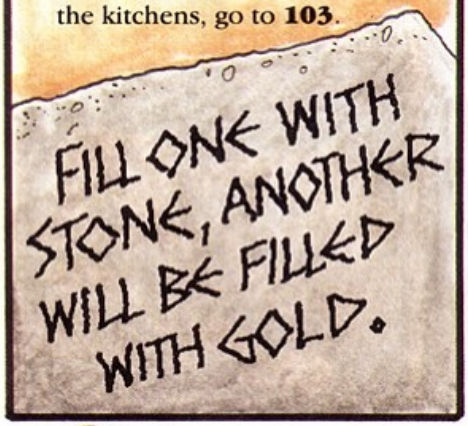
45

Decide if you pick up the stone before going up the stairs to **121**, or down to the kitchens, go to **103**.



46

A strange figure blocks your path. It is an orc guard! "Halt", it squeals. "Who wanders the masters halls unbidden? Be you friend, or foe?"

If you say friend, go to **22**.
If you attack him, go to **10**.
If you make a run for it, go to **25**.

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96

You raise the sword of Berenthor above your head and the orcs flee screaming along the passage.

Go to **74**.

97

Quickly you raise your magic staff. Its bright light sends the bats screeching back up into the darkness of the cavern roof. You hurry through the archway on the other side. Go to **74**.

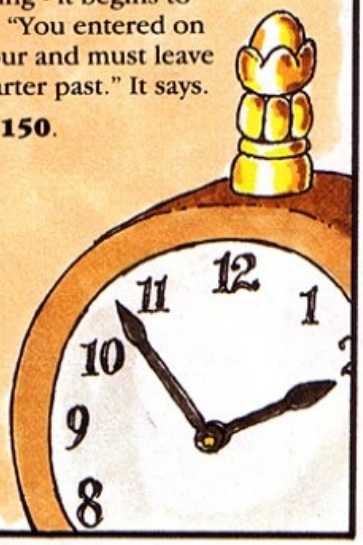
98

You enter the dark, dusty secret passage. You can go left, go to **65**, or you can go right, go to **56**.

155

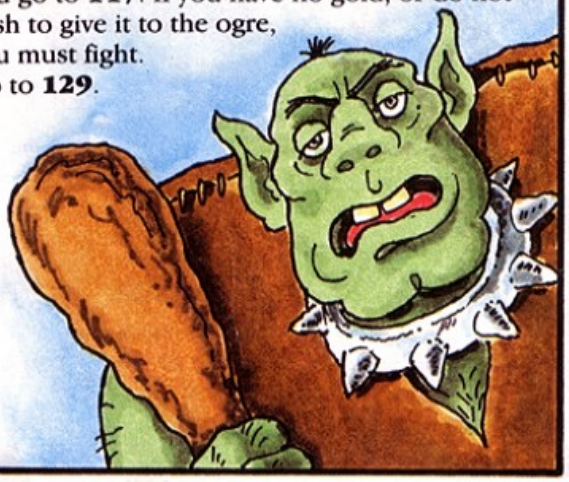
You wind up the clock but instead of ticking - it begins to speak! "You entered on the hour and must leave by quarter past." It says.

Go to **150**.



156

"If it has no food, then what's in its purse?" says the ogre. "If it has gold we will let it pass." If you have some gold you can give the ogre your purse and go to **147**. If you have no gold, or do not wish to give it to the ogre, you must fight.
Go to **129**.



157

FROM BEYOND THE PORTAL TREK. ONLY ONE TAKEN SHOULD THERE BE.

Go to **141**.

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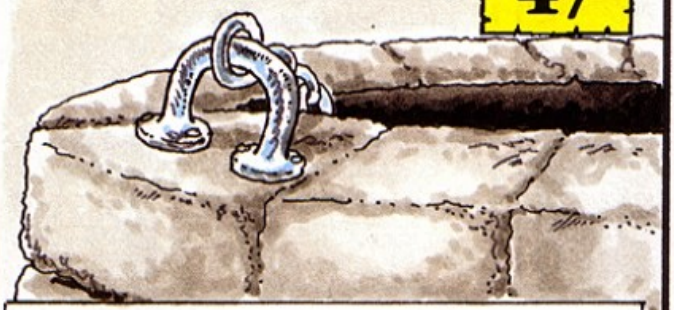
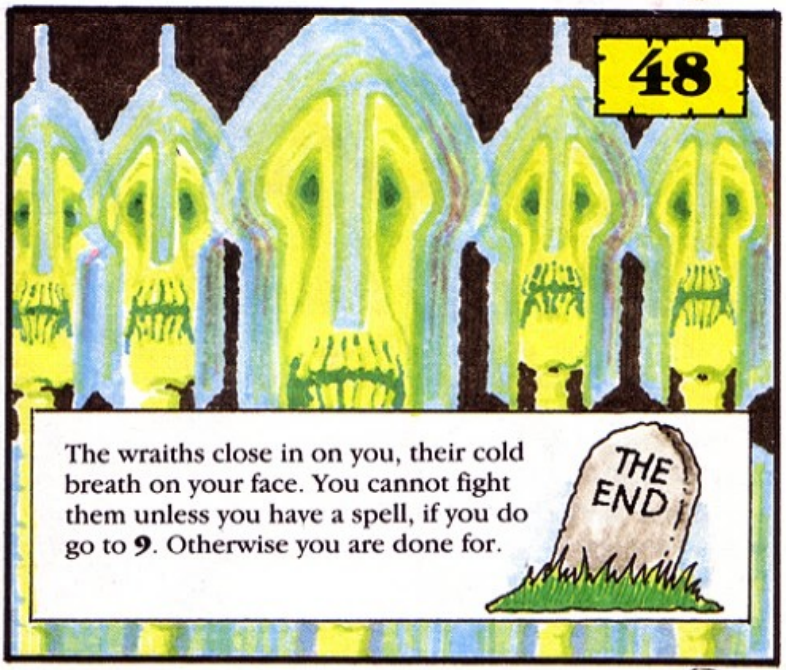
47



The moment you touch the chain you sense that something evil is lurking in the depths of the well. If you decide to leave the well and go up the steps, go to **110**. If you go through the door, go to **3**. If you decide to pull up the chain anyway, go to **8**.

48



The wraiths close in on you, their cold breath on your face. You cannot fight them unless you have a spell, if you do go to **9**. Otherwise you are done for.

THE END

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99

You put the cork back in the bottle and, putting it in your pouch, you leave the room. Go to **81**.

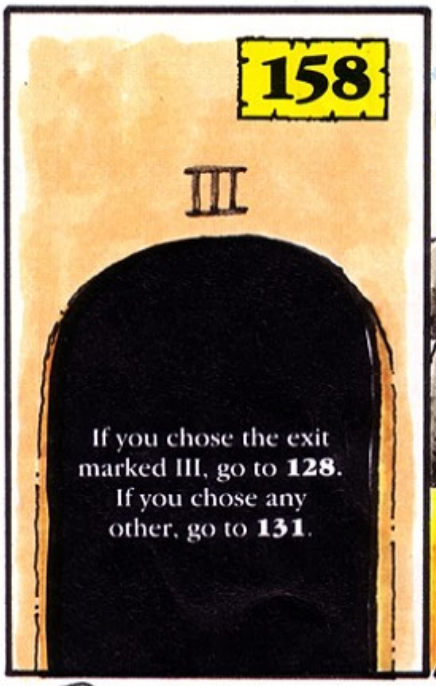
100

You take the rancid, smelly cheese from your pouch and the rats gasp in astonishment. "You bring us a great gift," they say. "You are a rat friend and we will not harm you. Depart in peace." Go to **81**.

101

Screeching and baring their fangs, the vampire bats descend on you like a great, black, cloak.

158



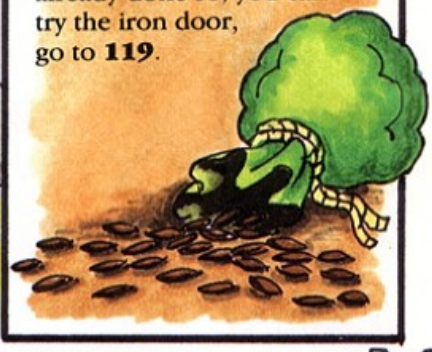
If you chose the exit marked III, go to **128**. If you chose any other, go to **131**.

159

There is a blinding flash and a puff of smoke and Gorblad is turned to stone! You pass him and go down the stairs, go to **11**.

160

Inside the green sack is a handful of seeds. If you wish to look in another sack, go to **136**. If you leave and try the stone door, go to **105**. If you have not already done so, you can try the iron door, go to **119**.



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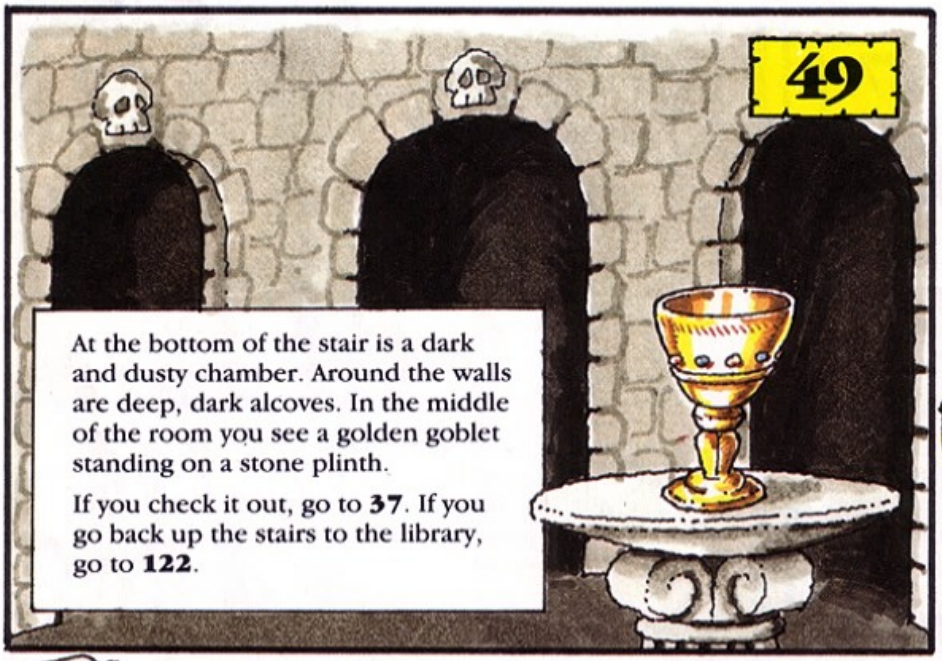
49



At the bottom of the stair is a dark and dusty chamber. Around the walls are deep, dark alcoves. In the middle of the room you see a golden goblet standing on a stone plinth.

If you check it out, go to **37**. If you go back up the stairs to the library, go to **122**.

50

You run as only an elf can, easily outdistancing the lumbering orc. After a while you slow down and continue on your way. Go to **26**.

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102

When you try to take the key, the guard wakes and gives a cry for help. If you escape along the corridor, go to **58**. If you grab the keys first, go to **89**.

103

You are in the great kitchen where the banquets were prepared.

If you look through the cupboards go to **57**. If you check out the fireplace, go to **55**.

104

Your magic powers tell you that there is a secret door somewhere in the cell. Go to **71**.

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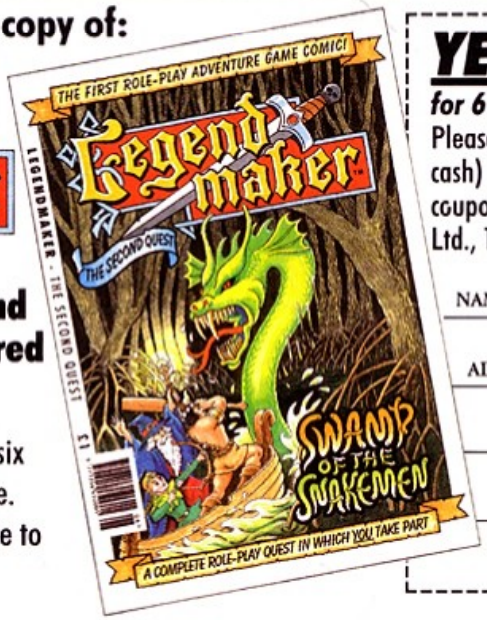
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